



GAMES FOR CHANGE STUDENT CHALLENGE

2023 STUDENT COMPETITION GUIDE

The national [Games for Change \(G4C\) Student Challenge](#) competition invites secondary school students (grades 5-12) to create and submit their original social impact games, creative writing, and artwork for the chance to win prizes like games, technology, and career-related opportunities. The National Champion will receive a **\$10,000 scholarship**, generously provided by Take-Two Interactive. This guide will help you understand the competition rules and set you up for success! Visit the [competition portal](#) for a full list of guidelines, award category information, and FAQs.

Submit An Entry Here: bit.ly/G4C-Competition

DEADLINE TO SUBMIT: APRIL 18, 2023

STUDENT ELIGIBILITY

- Any student enrolled in **grades 5-12** can compete.
- Students **under 18 must have parent/guardian/teacher consent** to submit an entry.
- If a student is **under the age of 13**, an adult must submit an entry on the student's behalf.

GAME & SUBMISSION GUIDELINES

- Games must be made using any **free/open platform** (ex: Scratch, Unity, Twine, CoSpaces, etc.).
- Games must be playable on a **web browser and accessible via a URL**. One exception: games made in Minecraft: Education Edition require a video walkthrough of the game in lieu of a URL link (2 - 10 minutes long; MP4 or MOV file format).
- Games must be about one of **this year's social impact Themes**:
 - [Climate Action Heroes](#)
 - [Give Peace a Chance](#)
 - [Positive Play: Designing Inclusive Virtual Worlds](#)
- Students can create **up to 1 game per Theme** for a total of 3 game submissions.
- Students can either work on their games **alone** or as part of a team of **2-4 students**.
- One student will be the designated '**Team Leader**' who is responsible for submitting the entry form for their team.
- Students must have a **valid email address** (this is how we will let you know if you're a Finalist!).
- (Optional) Come up with a "**game studio**" name for you/your team!
- (Optional) You can upload **additional materials** to the submission form for the judges to view (ex: storyboard, essay, art/assets used, plans for future levels, etc.).

WHAT WILL MY GAME BE JUDGED ON?

Entries will be evaluated by game industry pros and Theme topic experts. All games will be judged using the below rubric and given a numerical score of 1 - 10 (1=lowest, 10=highest) in each area.

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|--|---|
| <p>GAMEPLAY:</p> <ul style="list-style-type: none"> - Is the game playable? - Is the gameplay smooth and bug-free? - Is it well-balanced (not too easy/hard)? - Do players have meaningful choices in the process of achieving the game's goal? | <p>ORIGINALITY:</p> <ul style="list-style-type: none"> - Is the game new, fresh, and innovative? - How unique is the design and concept of the game? - Does it bear little resemblance to other games (particularly re: Scratch remixes)? |
| <p>USE OF THEME:</p> <ul style="list-style-type: none"> - Does the game address its Theme in a meaningful way? - Is the Theme information presented clearly and accurately? | <p>OVERALL WOW FACTOR:</p> <ul style="list-style-type: none"> - How engaging and fun is the game? - Would you recommend it to someone else? |

AWARD CATEGORIES OVERVIEW

The competition is divided into 4 regions: **Northeast**, **South**, **Midwest**, and **West**. Students will compete against others in their region and age group. Age groups include “**Junior**” (grades 5-8) and “**Senior**” (grades 9-12). Each region recognizes winners in the following categories:

- Climate Action Heroes – Junior level
- Climate Action Heroes – Senior level
- Give Peace a Chance – Junior level
- Give Peace a Chance – Senior level
- Positive Play: Designing Inclusive Virtual Worlds – Junior level
- Positive Play: Designing Inclusive Virtual Worlds – Senior level
- *Game Accessibility Challenge
- *XR Innovation Challenge
- *Made With Unity Award
- *Fair Game Writing Challenge
- *Character Design Award
- Regional Champion – Junior level
- Regional Champion – Senior level

**Specialty Award Categories. See the next section for more details*

Regional Champions will advance to compete against each other for the title of **National Champion.**

SPECIALTY AWARD CATEGORIES

Students may submit one entry for each of the following categories:

Game Accessibility Challenge: Games about one of this year’s Themes that include accessibility features. Entries will be judged on a written summary of the accessibility features used, design solution, and the difficulty of the challenge attempted.

XR Innovation Challenge: Games about one of this year’s Themes that are designed for augmented reality or virtual reality. Games can be created using CoSpaces or another similar platform.

Made With Unity Award: Games about one of this year’s Themes that were designed in the Unity platform.






Fair Game Writing Challenge: Requires 2 writing samples: a social justice-oriented Poem inspired by a video game (*min 300 words*) and a critical Video Game Review of a game of your choice (*600-750 words*). Entries must be written by a single student (no teams). Entries will be judged on clarity of writing, creativity, and the ability to bring yourself/your life into the writing.

Character Design Award: Design a character, living in a virtual game world related to one of this year's themes. Include images of your character from 2 different angles, an appropriate costume, 1-3 items/tools your character would use, a written description of your character's personality and traits (*300 words max*), and a character backstory/explanation of their role in the game (*500 words max*). Entries must be written by a single student (no teams). Artwork can be done by hand or digitally created.

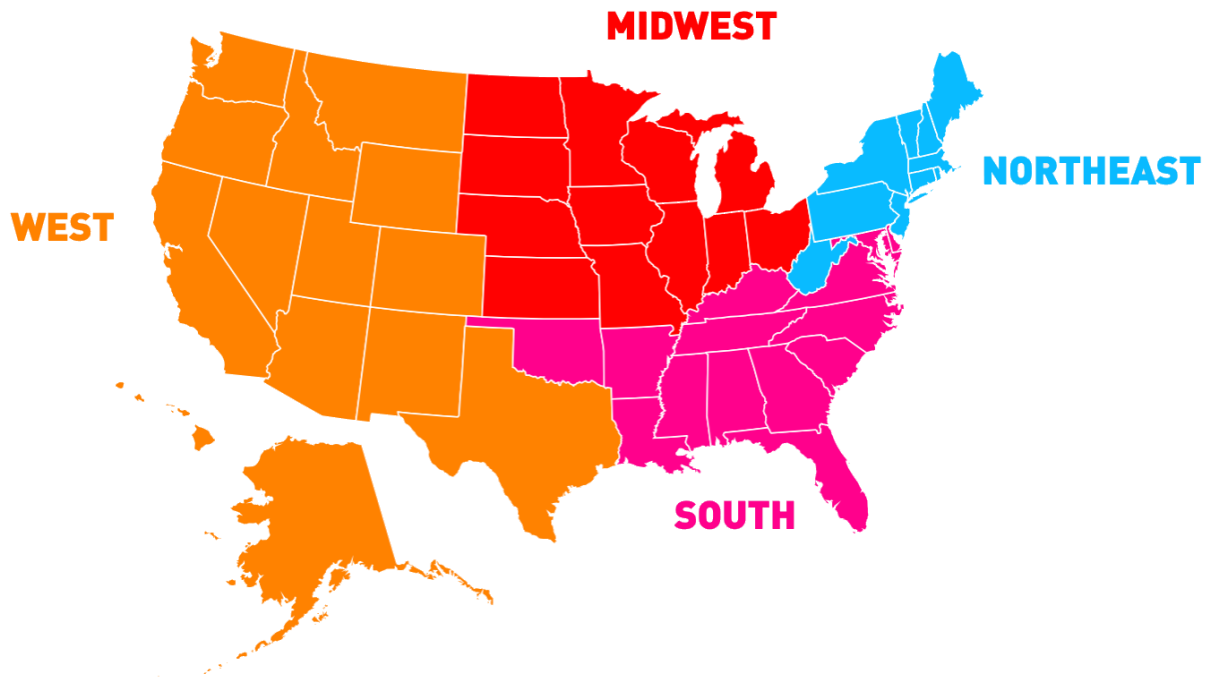
Visit the [Award Categories](#) page for full descriptions and resources for each award

SUBMIT YOUR GAME IN 5 STEPS

Ready to submit? Follow these steps to enter the competition! All students will be notified of their standing in the competition in mid-May (keep checking your email!). Winners will be announced live at a virtual Awards Ceremony in June.

-  **#1** Go to the competition portal: bit.ly/G4C-Competition
-  **#2** Log in or create an account
-  **#3** Click "My Submissions" on the left-hand toolbar to start a new submission form (or to view and edit one that you've already started)
-  **#4** Answers all questions in Parts 1, 2, 3, 4 of the form
-  **#5** Click "Save" to save your progress (if you want to finish the form later)
Click "Save and Finalize" to complete your entry form and enter your game into the competition!

REGIONAL DIVISIONS



WEST

Alaska
Arizona
California
Colorado
Hawaii
Idaho
Montana
Nevada
New Mexico
Oregon
Utah
Texas
Washington
Wyoming

MIDWEST

Illinois
Indiana
Iowa
Kansas
Michigan
Minnesota
Missouri
Nebraska
North Dakota
Ohio
South Dakota
Wisconsin

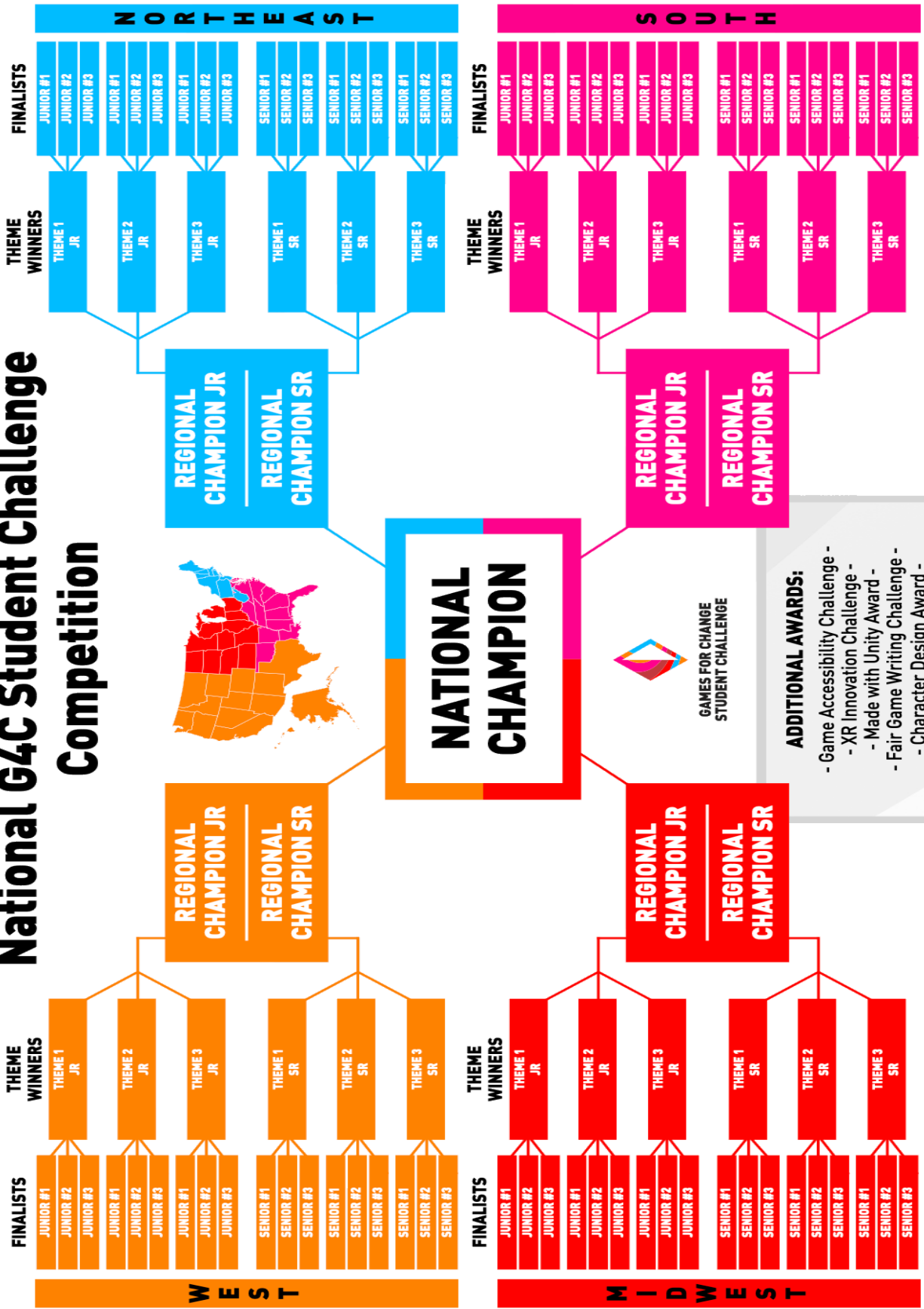
SOUTH

Alabama
Arkansas
Delaware
District of Columbia
Florida
Georgia
Kentucky
Louisiana
Maryland
Mississippi
North Carolina
Oklahoma
Puerto Rico
South Carolina
Tennessee
Virginia

NORTHEAST

Connecticut
Maine
Massachusetts
New Hampshire
New Jersey
New York
Pennsylvania
Rhode Island
Vermont
West Virginia

National G4C Student Challenge Competition



LET THE GAMES BEGIN!

Have a question? Send an email to the G4C team at studentchallenge@gamesforchange.org.